

Master 681

Chapter 681 - 681. Forging Skill

Walker couldn't help but fall victim to the enthusiasm that the fire spirit had. He knew that it wanted the best possible dwelling and the fact that grey wanted to make the golem core its' dwelling only strengthened the enthusiasm. Now that they were actually going to forge it he would need to be careful that he didn't use all of his mana so that he had some for helping Gil next.

"Hurry up and get that fire going! I want to hotter than dragons' breath!" The elder used this phrase commonly but Midnight seemed more interested in it since she literally had a dragons breath. It was very amusing to her and Walker looked over seeing her snorting a little which he knew was her laugh. He had to take all of his strength not to call her cute in that instant because the fire spirit was waiting for him to help.

"Alright, you can bring the fore elemental mana here and I will start to manipulate it. Sound like a plan?" Walker had the feeling that the fire elemental spirit would much rather be the one taking full control but it was better at gathering the fire elemental mana than actually controlling it. That was one difference he had learned between the spirits and the battle spirits other than the fact that battle spirits created a real physical core and could perish instead of just returning to the mana they had condensed from.

"Condense the mana! Condense it and add it to the fire!" The spirit already knew the best method to add more mana without losing some to the air in the process.

"Then that's what we will do," Walker spoke, and no sooner had the spirit dissipated in to an invisible mana form. However, he could still feel it behind him manipulating the fire elemental mana in the air.

The fire mana came at them from all sides. A great deal of it had been stagnant around them from the many forging activities. The fact that dwarves couldn't readily manipulate mana was clear since they could have easily taken advantage of it to craft more items.

When the mana drew near, Walker raised a hand and began to manipulate the mana. He felt that it was loosely gathered around without any direction. He wanted to just guide it to the flames of the forge before him, but that wouldn't increase the heat as much as they needed. Instead, he listened to what the spirit had said and begun to will the fire elemental mana to condense and gather.

He imagined it similar to the fire bolt spell. Yet, he was also trying to make it different from the fire bolt spell. This was not something that was made for attacking but instead it was for forging. He also knew that the things being forged would need the light elemental mana as well since that was what the flame light silver had for its own affinities.

Walker felt the air around and could sense the faint traces of light elemental mana. They were closely nit to the fire elemental mana because of their similar existence in nature. The fire had given off some light elemental mana and so were the crystals in the ceiling that lit the entire room. These two sources were enough for Walker to gather and condense the light elemental mana with the fire elemental mana.

When this started to condense, Walker realized that what he was doing was very similar to when he created the different orbs of light. Upon realizing this he was able to more clearly envision the condensed mana orb he was creating. The fire elemental mana and the light elemental mana coming together to form an orb that could heat a forge was a very good skill to have and also a good way for them to quickly heat the materials.

The fire spirit felt the two elemental manas click together and proceeded to pull more fire elemental mana towards Walker. The mass of condensed mana increased constantly while the elder brought the mold in to position. It was perfect for a core to be suspended in while molten metal would be able to evenly flow around it and bond with the core. This was a way to protect the core from damage and also strengthen it to hold more rune carvings giving the golem more ability.

"How's that fire goi-" The elder was caught in frozen awe as he realized that there was a white hot ball of condensed mana formed in front of Walker.

'The skill forge orb has been taking from the sun forge system. The skill forge orb has been automatically learned through user action and fire elemental spirit assistance.

Forge orb- 20 mana per hour

The forge orb is created from ambient fire and light elemental mana. This orb can be used directly to enhance the flames of a forge or directly heat materials needed for forging. This skill also adds or takes the mana within it or the materials to influence the final result. Upon adding elemental mana the forge orb can take it and disperse it to the air or condense it. The elemental mana that makes up the forge orb can be added to the materials as long as it is not an opposing elemental mana that would cause the materials to disintegrate. This skill requires constant mana from the user every hour to maintain control and protect from dispersing.'

Walker was unable to read the system description but instead felt everything click in to place. When this happened he looked at the forge fire and pushed the forge orb forward. It drifted toward the forge and rested in the center of the flames. The reaction was instantaneous. The flames glowed white hot and nearly erupted from the forge.

"Now those are some real forge fires!" Grey saw this and couldn't hold his amazement. He wanted to forge in those flames as soon as possible.

Chapter 682 - 682. Molding

The elder watched as Grey was distracted and proceeded to slap him on the back of the head. "

You always let your eyes wander. You need to have those runes done double time so I can get the flame light silver melting. Don't you dare think that you will get out of this." The elder knew all too well that grey was easily distracted by other things and required a strict atmosphere.

Walker relaxed and looked at the flames. The fore spirit also consented its body again to hover around the flames and enjoy the heat they had created. "I didn't expect to get a skill like this. I can use it to forge anywhere if I have the ambient fire and light elemental mana. Even better it lets me decide what elemental mana to add to the materials." Walker was fairly happy about this but realized something.

"I would need more skills to take advantage of the forge orb. This is just a heat source to create and bring with me. If I want to forge I need to be able to do everything." Walker was starting to watch and learn that he couldn't make full use of the skill he had learned.

"Leader, that orb. It appears that you can make it anytime right? Do you think the wandering blacksmith would be able to use it?" Su was spot on. She had already thought of the perfect situation and person for Walker to work with.

"That's perfect. I bet we can make all sorts of things with this. He does want us to travel with him to the mountains to do some cold snowy forging and such. I bet this will help him set up a forge anywhere he wants." Walker was thinking of this in simple terms but knew that such an adventure would need to wait until the party had rested themselves properly.

"Alright. These runes are ready." Grey had speedily carved the necessary runes in to the core that Walker had provided. "We will add that flint stone in to the flame light silver right? If it's spread out

evenly in small pieces it should help connect the fire elemental mana that should become connected to it. I was thinking of having a total of ten mana gems. Maybe I should add more though."

"Ten? You want a large golem that is mimicking a dragon and you think ten is enough? I would say you need a system of forty at least. Then the golem can breathe fire and use other means to attack without running out of store mana immediately. Not to mention operate without a spirit in control. Ah, we will need to add some mana gathering runes to the frame." The elder was already planning the build but Grey was ahead of him.

"I have the bones made of metals already. They are going to have two layers of runes. One set of earth runes for strength then we can to the layers of mana gathering runes. They will focus on the fire and light elemental mana though." There was a slight change in the mana as the core began to pull at the elemental mana in the air.

"Perfect, let's add the casing to it." The elder moved to heat the flame light silver in the forge. He wore some heavy gloves and added the metal to melt it. "These flames will do the job in no time. I will have this setting up soon."

The elder moved and took the flint stone to another set of tools. In a quick movement, he had shattered the stone in to small pieces. But he didn't stop there. He scooped the pieces in to a round metal bowl and began to grind them in to a powder.

"What is that going to do?" Walker wasn't sure how the stone would be used if it was just going to be a powder.

"This will be mixed in to the molten metal. That will allow the small fire elemental crystals that make up the flint stone to fuse with the metal. It is more apt to say that the crystals are shards or pieces like salt. They are tiny and hard to damage. But can be mixed like an ingredient." Walker understood what the elder was getting at and watched as the elder demonstrated this by adding the powder to the molten flame light silver.

The mixture turned darker but still held the silvery shine of flames. "Gey, bring that orb and mold over. I need it to move to the next step." The elder yelled and Grey didn't hesitate. The mold was rolled over and the orb placed within. In just a blink the elder was pouring the metal in to the mold and a molten metal encompassed the core.

"Now we wait. Once it is cooled we can carve more runes and connect the fire elemental mana crystals. This will be the finalized core. But we will need to start the spirit forging process while carving these runes. I can not use the spirit forging skill just yet. I lack the skill. But my master can." Grey looked to the elder and saw that he was being praised for knowing his limits.

"I would say you are the closest of my apprentices. The only other is that human that wandered in here years ago. I give you another year or sooner if you dedicate more time to it." The elder may have been nice but he was true to what he said. He genuinely believed that if Grey focused he could obtain the spirit forging skill within a year or sooner.

"Then I will need to work harder. I want to be making many more golems than I have. My ideas overflow and with this path being built, I need to walk it." Grey had found a new motivation. He would be able to guide his own apprentices but stand taller now.

Chapter 683 - 683. Core Cooling

"So we will need the fire elemental spirit to help again? How will you spirit forge when the core is mostly done?" Walker wasn't sure what the process would be once the core had cooled. He thought that the fire would be needed to forge but not that the core would be cooled already.

"We need to add the elements mana crystals and shape the core properly. As it is now there are some rough surfaces that will hinder the runes we carve." This made more sense with the elders' explanation. If they needed to inlay the fire elemental crystals in to the metal it would make more sense. They would need to carve and push the crystals in to place using multiple tools and a lot of mana.

"Also, when we say cool we mean holding its shape cool. But soft enough to mold and manipulate still." Grey realized that the elder had left some things to assume and that Walker would be better off with more specific information since he was absorbing everything he heard.

"Oh, I see. But would it be better if you could cool it faster and then work on it?" Walker was wondering if the cooling was important to the process or if it was just something they were forced to wait on.

"Actually, if it was cooled faster it would be better. The more mana that it retains while cooling the better. But if we add heated oil or water to it to cool it then we would warp the metal with uneven cooling." This worry was one that any blacksmith had and Walker understood well. If the item warped then it could be seen as a failure due to the weaknesses it would have.

"I think I can help with that." Remey walked in to the room and stood in front of the mold. "I was teaching the alchemists how to make my basic potion and decided that the older one could join me in the alchemy guild when I received a quest to rush here and help with a bow. Now you are making some round ball and can't even cool it properly."

Remey had a skill that would allow her to cool the potion she was making. However, it was a skill that cooled the item she was directing the skill at. It would pull the heat out of it without directly removing elemental mana. It was a skill intended for potions but easily could be used in other situations.

Remey held out her hands and began to use her mana on the skill. The room was instantly pushed down in temperature. Midnight shot her head up to find that it was Remey that was making it colder and held her growl back. If it had been someone else she would have been annoyed because she was enjoying the heat that Walker and the fire spirit had made.

The group watched as the mold cooled and the elder kept an eye on it. He was sure that this was some form of perfect cooling that they had not ever had before. "This is an alchemy skill? Why don't our alchemists use this in the forges? They would be much more useful." The elder wanted to force the alchemists to the forges immediately but was stopped by Walker's words.

"This skill is for cooling cauldrons usually. Remey is just applying it here but I recommend you let the alchemists continue to be alchemists. They might not all have the same skills as Remey and they will most likely become part of the alchemy guild when it forms. I would recommend when that happens you put in a request to work with the guild." Walker wanted to help Remey with the future bonds the guild would need to work efficiently.

"Alchemy guild? Why would anyone need that?" The elder was used to the fact that there were different medical systems that didn't put weight on potions here in the dwarf city.

"There is way more use to potions outside the city. It is a difference in culture, yes, but one that puts alchemy above medical practices when it comes to healing. I believe that the two could come together but in the end, that would mean the dwarves need to work with the other races more." Su heard the conversation and chimed in.

"Alright stop!" Grey yelled for Remey to stop cooling the mold and jumped to start opening it. He soon revealed a rough orb of reflective silver metal that looked to be burning in flames constantly even without being directly next to them. The small dots of flint stone in the metal made it appear rough if looking from an angle which was what Grey would need to smooth out.

"Watch this. I will show off a little." Grey was already pulling some tools to smooth the surface out. "I will pass this on to you master in just a moment." Grey was fast and precise to remove the larger pieces of additional metal as the elder sat down in front of his working space. He had multiple tools at the ready and the first spirit hovered around him.

"It looks like everyone is ready. Remey, just in case. Do you have some mana potions with you?" Walker knew that greeting Remey and asking what she would be doing would come later. At the moment they were busy and needed to focus on the task at hand.

"Of course I do. Who do you think I am. I am always ready." Remey pulled a few low tier mana potions from her bag and placed them on the work table. She didn't want to use the high tier ones just yet since she wanted to reserve them for Gil's quest.

"Alright, I smoother the core and it's ready for the spirit forging process." Grey handed the smoothed and even more reflective orb to the elder. The fire spirit was already pulling more elemental mana towards them for the elder.

Chapter 684 - 684. Inspired

Remey had not experienced this scene just yet and was amazed by what she was seeing. She could feel the mana condensing in the air and was completely enveloped in it. She knew that having this much mana would be a great help to many of the alchemy processes she performed. In this moment she knew that she would need to look to the spirits for assistance in creating even better potions. "What if I can make a potion higher than a high potion? What would it even be called?"

This thought consumed her while she watched the elder work with the spirit. The inspiration coming to her as if she had never truly thought of how to make a potion before. The wonder and amazement that came when she had first seen the old master alchemist make a potion was back again with even more strength in her heart.

The elder was moving with all his speed to push the fire elemental mana crystals in to the core. They were small but not inferior quality on the least. He was also carving out small pieces of the metal so that there would be room to add some smaller crystals shards that he had on his work table.

Feeling the need for mana the fore spirit pulled more toward the elder who was burning through it much faster. The impressive actions were only made stronger when Walker noticed that his arms had

been modified to pull in the mana faster. This was preventing them from cracking under the pressure like the last time.

Before they could speak or even move Grey was next to the elder handing him the tools he needed. It was an action that had come from many years of forging with the elder and it was something that would never leave his muscle memory.

The tools the elder took were familiar since Walker had seen the wandering blacksmith use them. The elder was carving runes. However, these runes glowed with the fire and light elemental mana the spirit was bringing closer. It was an impressive skill to watch them connect and resonate with the core before they were even fully done. It was definitely an effect of having a spirit assisting with the spirit forging process.

The entire room was solely focused on the actions of the elder that they didn't realize how much time was passing. Even Onyx had woken up and was watching intently. The fluctuations of light elemental mana had caused him to focus and hold himself back from trying to consume it. He knew that even the slightest interference by accident or not could harm the process.

"That should do it." The elder leaned back and realized he was still full of mana. "You really know how to keep me going. The mana I have is much higher than before. Thank you for the help." He was very happy with the result but wasn't sure how successful it was.

"The core looks to be holding and absorbing mana but I have no idea if it is viable yet. We usually need to add it to the golem to check but this core needs to be built in to the skeleton along with the mana gems. We won't know until we have it all built."

"Have Walker check with his appraisal skill. He should be able to get some insight for you." Gil spoke up and motioned for Walker to work his .

"He's right. This should be something I can help with. Although, I don't know what my appraisal will tell me so if it says something useless don't get angry at me." Walker said this disclaimer and immediately used his all around appraisal skill.

'Silver flame dwelling core

The most advanced golem core ever created by the dwarven masters. This core has a fusion of spirit forging and golem core forging. The core has been infused with fire and light elemental mana to create a dwelling for a fire and light elemental spirit. It is currently tuned to a high fire elemental spirit. This core had multiple runes overlayed to create fluid actions and mana flow. This core can assist in pulling mana and directing the golem that it is attached to. The silver flame dwelling core will not be able to function unless used with a golem that can withstand high mana flow.'

Walker spoke out loud and the fire elemental spirit instantly darted to the core. In the blink of an eye it had pushed itself in to the core to see how well it could bind with it. The others watched the runes glow brighter and the slight pull of mana increase before the spirit returned from it.

"My home is perfect! I want to use it now! Let's make the body!" The fire spirit was enamored with the core and wanted to push Grey forward without any break.

"Well, I don't need to speak spirit to know that it wants me to get to work. Thanks for telling me that we succeeded. But I can not celebrate until it is part of the golem and works smoothly. I will be heading out, for now, to make sure of that. Please let me have some space." Grey held the core and the fire elemental spirit followed him out of the room.

" Don't be too deterred by his attitude. That is a sign he is taking this more seriously than before. He won't let himself be happy until the entire golem is finished to perfection. I am the same way but I will stop now and give a little praise. That was amazing work everyone. We have just stepped on to another new path for the future of the dwarves." The elder smiled and began to examine how his arms held up. Walker and the others couldn't help to feel accomplished as well. They all managed to help in some way to get to this conclusion. "Now, how about that bow?"

Chapter 685 - 685. Dragon Hair

"I thought I would have fallen asleep before we got to the bow!" Gil jumped up and rushed outside before quickly returning with some materials. "I already have a braided bow string using the gliding spider thread. Now I want to use this breeze gold as an additive to the bow base. There are also a few other pieces here I think will work. The wavey grass is supposed to release some wind elemental mana when buried so that would help with the forging process. But won't we need a wind spirit to make modifications?"

Guil had been watching and thinking about what they may need when they went to modify the bow. It was clear that they would be using spirit forging but without the right amount of mana that would fail.

"I actually had some thoughts on that. Your leader over there seems to be well versed with elemental . He can take the mana from some wind element mana crystals and bring it out to the forging area." The elder looked at Walker with a smug expression plastered on his face.

"My new partner and I will be trying our best to keep the earth elemental mana away from the process. We should have it under control." Su seemed like she had more than warmed up to the earth elemental spirit. The two were next to each other giving off an extremely calm aura.

"Well, I just came with mana potions. I know that Walker and Gil will need them. But I really doubt I can help anywhere else since cooling won't really be necessary. I just don't know what I will have to do later." Remey seemed like she wanted to add more but no one pushed her just yet. Walker had the sneaking suspicion that she may have her own unique hero quest but didn't want to bring it up to everyone just yet.

Midnight came forward. "I will be working on communication, but sister will be adding her new flames to the process." Onyx spoke Midnights' will and everyone was a little shocked. Walker quickly looked at Midnights' profile on his party leader system screen.

"Midnight! You have a new skill!" He was ecstatic to see the golden flame heart skill. It was an amazing addition to what she could do when it came to breathing flames. She had so many new things to experiment with and learn.

"Sister says she wants to train with you when we get home. That way she can learn to breath better fire." Onyx relayed Midnights' wishes and Walker went to pat her on her head. The two of them were excited for the future training of new types of elemental flame breath that she could learn and hopefully that Walker could learn to manipulate.

Midnight proudly huffed and went to the forge. In just a second she had breathed in puffing out her chest. Walker could feel her pulling on her inner mana just before she released a large breath. The golden flames that rolled out from her mouth caused the forge to heat up slightly hotter than before but also change the way the flames looked. They all became brilliant gold and Walker could tell that the flames had melded with the remnants of his forge orb skill.

"Let me add to that as well then." Walker did his best to create another forge orb which was a bit smaller than before since he didn't have the fire elemental spirits' assistance. Regardless, when the orb was pushed in to the forge flames they spread and increased in strength.

"Kid! Give me that breeze gold and toss in that wavey grass. It's time to prepare the metals we will use to bring this bow to its' rightful strength. I expect you to start using whatever skills you have to add wind elemental mana to it. Where's my crystal delivery!" The booming yell from the elder prompted a massive amount of yelling and scrambling from the outside of the forge.

Many footsteps banged through the halls and toward the elders' forge. Ten dwarves came in and dropped off crates of wind elemental crystals before exiting as fast as possible. They were more than used to the elders' shouts for materials and would rush to get them instantly. "Use those and start up. The longer this goes on the harder it will be to keep the mana inside the bow of yours."

The elder grabbed some other materials and mixed them with the breeze gold that was already melting. Gil tossed the wavey grass in to the forge flames and Walker felt the change in the air immediately. The wind elemental mana was being pulled in to the forge as if it had just found a lover it had missed for years. The strength and density increased by the minute.

Without hesitating, Gil and Walker partnered up to start to pull the elemental mana from the crystals. Gil was using the same skill set that he would to pull the mana out and place it in an arrow. However, he was now using it to bring the mana to the bow that was waiting to be modified. Walker was doing the same and watching for Gil to take control of the mana he pulled from the crystals.

As they did this there were small cracking sounds as some crystals were unable to remain whole after having their mana taken. Yet, this was acceptable since the bow was already reacting to the increase in wind elemental mana. The bow was glowing with ruins and ancient patterns.

The elder was keeping a close eye on them as he took out a series of small brushes. "These are made from the hair of an ancient wind dragon. It was a gift from the dragons when they first asked for assistance from the dwarves. Every elder has found reasons to use this to paint runes. I can only hope it works as I intend." The elder steadied his hand and dipped the brush in the melted breeze gold.

Chapter 686 - 686. Rebirth

Walker was very curious and glanced at the brush in the elders' hand to use his all around appraisal skill.

'Dragon hair brush

This is a brush made from dragon scale and dragon hair. The dragon willingly gave hair from its body to create this brush as a gift for the dwarves. This brush can withstand extremely high temperatures and mana concentrations. The brush assists in the rune painting skill along with item improvement. If the user focuses on a single elemental mana existing within the ink used they can maintain that mana in the painting process. These brushes can only be created by ancient dragons over the age of seven hundred years old.'

The dragon hair brushes were extremely valuable and amazing. Walker had never imagined that an item could only be made by a dragon over seven hundred years old. Imagining that someone or something could live that long without some strange was just too much. However, there was the term ancient in the explanation so it had to make sense.

Watching the elder dipped the brush in to the molten breeze gold they all knew how amazing these brushes were. The elder skillfully used the brush to go over the runes following each pattern that glowed with the wind elemental mana.

The molten gold cooled and was absorbed by the bow. Everyone had imagined that it would just sit on top outlining the runes. But they were wrong. The bow was soaking up the wind elemental mana the entire time.

Upon looking back to check on Su, Walker noticed that the earth elemental spirit and the other earth spirit had teamed up to rest on her shoulders. Su was sitting with the earth dwelling shield on her lap. The earth elemental mana from the room was heading towards it and being stored within the mana crystal on the shield. It was not interfering with the wind elemental mana at all because of their close control.

The elder added more and more of the breeze gold just for it to be absorbed with the wind elemental mana. Onyx was constantly communicating the elders' need for more of the mana to be pulled out of the crystals and before Gil knew it he was reaching for another crate. The bow was still absorbing the mana at a vast pace.

"Brother, we need to increase the rate of the wind elemental mana." Onyx communicated the problem that they had and Walker proceeded to take a deep breath and stick two hands in to two separate crates of wind elemental crystals.

He willed his mana to manipulate the crystals mana and start to rapidly pull at it. Thus wasn't to extract it but to forcefully break the crystals. He wanted the explosive release of wind elemental mana that he and Gil could attempt to push toward the bow all at once.

The cacophony of shattering wind elemental mana crystals was a slight surprise to everyone but the elder who was too focused to notice the sounds. Walker could feel the mana being pushed around in the air and used a large portion of his own mana to wrestle it in to his control. The wind elemental mana was forced to rush toward the bow and caused the runes to grow brighter than before. Gil also began to pull more mana from the crystals and even grabbed some high wind elemental mana crystals from the crates.

The process became much faster and the two saw a gold glow coming to the runes. This prompted the elder to grab another tool and began to add other layers of wind elemental runes to the bow. The gold that bled from the bow solidified making the runes glow gold as well.

"Brother, we need to cool the bow. It is overheating from the mana and the forge fires." Onyx spoke to Walker but in an instant, he had relayed the message to Remey as well.

Walker nodded to Reme who handed him a mana potion then started to use her skill to cool the room. The bow glowed even brighter as the heat was taken away and more wind elemental mana was gathered. The elder stepped back and so did Remey at his instruction. The bow was laying on a metal table clear from anything else when the elder poured the remainder of the breeze gold over it then used a tool to flip it over and cover the entire thing. This would have caused the bow to become gold but instead, it turned a bright green with gold rune carvings along with it.

"Grab that bow string now!" The elder knew that the bow would be complete when the string was added. Gil didn't hesitate to grab the bow. Had no fear that it would be hot and found that it wasn't. It was cool like a spring breeze.

There was a moment where the bow seemed to stop absorbing mana before a large gust of wind came through the elders' forge. The wind elemental mana was dragged out of the remaining mana crystals and the air directly in to the bow before it stopped and seemed to calm in Gil's hands.

The wind started to flow around the bow and ruffle Gils' hair. The entire room was silent. Even a pin could drop and it would feel like the loudest thunder. The forge fires died down as if they had lost their reason to burn. The dark and earth spirits were frozen on the spot as they felt the change in elemental manas.

As they all witnessed it the bow glowed before the wind started to take the shape of a spirit. However, this was wildly different than the poorly defined spirits that looked like fairies or pixies. This was a much more defined fairy like spirit. But larger than a fairy. "Beautiful..." This was the only whisper to escape Gil's lips.

Chapter 687 - 687. Grand Wind Spirit

The moment that Gil let the word beautiful escape him there were giggles on the wind. The form of the wind spirit changed and became more human like. It was the size of an average human baby but had wings and could be seen as older in appearance. It had flowing green hair and was wrapped in green ribbon that Walker could tell was pure wind elemental mana.

The wings were made of swirling wind and its face was the color of snow in the breeze. It had well defined features, unlike the wind spirit Walker had seen before. Its voice was also clear to him more so than the other spirits. The giggles sounded like they were from any other person in the room and not a spirit using mana to speak.

The spirit grabbed the ribbons that wrapped it and curtsied which surprised Walker, "hello, my name is grand wind spirit Zephyr. I have slept for quite some time after being placed within that bow. Can you please tell me which of you is the one who has held my hand recently?" Gil was standing stunned still. He knew that the wind spirit was speaking to him but he wasn't sure why he could understand it.

"I-i...My name is Gil...I'm so glad you're alright." He was taken by the emotions he had pent up. He could only imagine how terrible it must have been being trapped within the bow unable to do what this spirit wanted. Especially with how powerful it was now. It wasn't just some spirit it was a named grand spirit.

'Unique quest- Changing the fate of a spirit- Completed

The arcane marksman has carried a bow since their early journeys. This bow had become bonded beyond normal means to the arcane Marksman Gil. As the leader and family of the arcane Marksman Gil, lend a hand and free his bonded partner; ancient named wind spirit.

Requirements:

Assist in the modification of the arcane marksman Gil's bow

Rewards:

All party members gain a spirit type skill.'

'Spirit mark- passive

The spirit mark skill comes from the bonds spirits make with a living creature. This skill can be learned by any and all living creatures. The spirits that choose to leave a mark on the user will be able to communicate no matter what with the one it has marked. A spirit can only mark one living being in its existence. This required the will of the user and the spirit to form. The spirit mark serves as a bond to share mana with the spirit and living creature and without the spirit mark skill the bond is only superficial.'

Walker read the skill they had all gained and noticed that Su and Gil had a different marking on their arms manifesting. Su had what appeared to be a slightly glowing brown stone and Gil had a green gust of wind marking. Remey was looking at her arm and poking it softly. "Walker, do you have that weird feeling that there's something on your arm but you can't see it? Is this that spirit mark skill?" Remey was confused but before Walker could speak up The wind Spirit did.

"Yes it is. The spirit that bonds with you will cause the mark to fully manifest. Oh wait...you can't hear me can you? My partner can explain it to you. I have been trying to listen for a while. I might have missed some things but I have been waiting to see all of you since I felt a hand around the bow." Zephyr was very happy sounding when it came to this. It sounded like a family member who had been receiving letters finally saw them in real person.

"Wait! You could hear us the entire time? I thought you were dormant in the bow?" Gil was shocked and understandably embarrassed since Zepher could have heard every single word he said.

"Does that mean you already know each of us?" Walker was the only other one that could understand Zephyr due to his spirit speech skills.

"Yes, of course I do, Walker. That adorable dragon is Midnight. The littler serpent is Onyx. But I think I remember hearing he can become larger now. That is Su and the high spirit is unnamed. And Remey

likes to heal with potions and punch things. She is funny." Zephyr really had been listening and it was clear that she had been careful to remember as much as possible.

"Well? What did she say? Su and I already know she pointed us out. So does she know who we are? Is she going to stay around?" Remey was clueless to what Zephyr had said but the question she posed floated in the air while everyone including Gil, looked at her.

"Why would I leave? I finally get to be part of a family. Spirits usually live with each other to combine and grow. But we are rarely able to bond like this. I want to see how high a hero title holder can fly." Zephyr exaggerated these words by flying to the ceiling and back to Gil. "And I will remain by your side. But you should probably know that this bow is different now. It won't be sapping your mana like a vampire. Sorry for that..."

"You don't need to apologize. I'm glad you are finally free to do what you want. And I can have Walker use his skill on the bow to tell me what's changed. I'm sure you can too but maybe he will find something you might not realize. He tends to do that." Gil was embarrassed but excited. He wanted to rush to the forest elf city and show them the dwarves had learned a lesson and that he had helped to free a spirit forged trapped spirit.

"I remember. He has a very good appraisal skill. Just don't use it on me. Spirits need to stay mysterious you know!" There was a slight bit of childish pitch in Zephyr's voice that reminded Walker of the high spirits attitude. They were more alike than he realized.

Chapter 688 - 688. Zephyr

"I can't argue with that. I will leave you to your privacy and won't use my all around appraisal skill on you, umm, should we call you lady Zephyr? You are a grand wind elemental spirit. And you have a name which is different than what I have heard of spirits." Walker found that he lacked the knowledge on why a spirit may have a name to separate them from other spirits.

"I can tell you after you look at the bow with your skill. Just hold on for a little. But just Zephyr!" Zephyr was as mysterious as all else and Onyx had started to relay what she was saying from Gil's relay. It was a little tougher since Onyx couldn't directly translate from a spirit since they spoke with mana and not with a physical body.

"Alright." Walker had a feeling that they were going to delve in to ancient history so he wanted to explain about the bow first anyways.

'True spirit bow: Wind element

Atk +24, Matk +26, Mana +60, Wind rain skill, wind surge skill, spirit bound

Forged years ago in pain and suffering this bow has been given new life. The rebirth in wind elemental mana guided by the spirit marked individual and the great wind spirit Zephyr had yielded a unique weapon. The true spirit bow can allow only the grand wind spirit Zephyr to inhabit it. The bow is bound to the user marked by the grand spirit Zephyr. This allows the bow to manifest itself or store itself within the mana of the mark. Two unique skills come with the bow that grand wind spirit can control using the wind elemental mana stored within the bow at its own will. One skill requires both the spirit marked user and the grand spirit Zephyr to activate.

Wind surge- 15 mana cost

The wind spirit Zephyr can gather and condense the wind elemental mana at will. Using the mana within the true spirit bow the grand wind spirit Zephyr can increase the gathered wind element mana. When the condensed mana is released, a pulse of wind pushing from all directions from the spirit marked user. The wind forces any opponents away from the spirit marked users' location avoiding the allies of the spirit marked user. If the opponent is too heavy the attack may deal slight damage in the form of wind blade cuts.

Wind rain- 50 mana cost

Using the majority of the bows' stored wind elemental mana and a small portion of the wielders mana the user and the dwelling spirit have access to a higher tier skill. The wind rain will start with a highly condense arrow of wind created from the spent mana. The arrow will be fired in to the sky by the bows' wielder and manipulated by the dwelling spirit. The arrow will split in to sixty arrows made of wind that each deals moderate al attack damage. The arrows will rain down over the specified area by the wind elemental spirit.'

"Well? What do you think? Do you like the skill only I can use to protect you? Or do you like the skill that you can use with me to take down a bunch of monsters? It would have been perfect for those horned rabbits you were surrounded by. I wanted so bad to show you but I couldn't." Zephyr pouted a little but still awaited Gil's answer.

"They are both amazing. I can trust you to protect my friends and I when we are surrounded. And we can take out the masses of enemies we might face if another hoard of monsters shows p somewhere." Gil was ecstatic. He even thought he might fall in love with this bow before remembering a certain elf's face.

"Gil, I think you just won the spirit forging lottery. Grand wind spirit with a name, not that I know what that means yet, check. A bow that has two skills, check. Awesome stat boosts, check." Walker was almost jealous before he realized that he would one day have his own dwelling weapon in the form of a staff.

"I am pretty amazing. That's what a named spirit can do! Oh, I guess it's story time. Not that it's a long story, but you will like it." Walker was still amazed by the difference between a high spirit and grand spirit. The speech was much more evolved and even the facial features. It was like having a ghost right there in their faces.

Gil started to take over for Onyx and repeated the words as soon as Zephyr said them. Walker was beginning to realize that sharing the skills that helped him speak to spirits would be a must in the future. "Oh, elder, I will help you with the spirit speech skills before we leave the city. I want to make sure you are prepared for a week of hard studying. Maybe we can as Zephyr how to awaken some of the dormant spirits too."

The elder had been completely frozen to the spot. He could not imagine such an amazing things he was seeing and was trying to convince himself that everything he had heard and seen was true. These were things that he would never have thought possible, let alone the entire dwarf race thought possible. The elder just ended up nodding while staring at Zephyr and the bow back and forth. Walker decided to let him have some time.

"That's easy, but surround the dormant spirit with the correct elemental mana crystals and they will eventually absorb them and wake up. The elves mentioned this. Don't you remember?" Zephyr flew through the air around Walker teasing him before settling back next to Gil and the true spirit bow. "Now for my name. As I said, I am Zephyr. The grand wind spirit named by the world when wind elemental mana finally calmed and took shape."

Chapter 689 - 689. Named

"Of course. I think Elise said that." Walker shook his head realizing that he had been too distracted and forgotten some small details.

"Now, the world gave me my name. I woke up from becoming a grand spirit and did what any spirit does. I found the highest density of wind elemental mana I could. I needed it to replenish and stabilize myself." Zephyr was very animated which they all thought was because of the long slumber in the bow.

"I went as high as I could in to the sky over the world where the wind mana was strong. When I reached there the system sent me a single notification telling them I was named Zephyr and I was the first grand wind spirit. I was confused by spent a great amount of time flying about in happiness. That's it." They were all floored. That wasn't a long story at all.

"Heeheehe, I know. That's very boring. But I was mostly alone until time passed so I went to sleep and let the winds blow me around. When I came to there were many races making villages. Those demi-humans were too loud in the plains but the wind was nice. The elves kept trying to convince me to stay near their many small villages. But they were hermits and I didn't like staying." This input was interesting but a shame that Zephyr didn't have a time frame.

"But I was happy with the demons who just ignored everything and moved around by themselves. They never bothered me. Same with the dwarves' ancestors. When I finally met one I thought it was a mole." Zephyr giggled before looking back at Walker and the others.

"The merfolk and dragons were also a mystery for a long time. I met a baby dragon once and slept in their village for some time. I only glanced merfolk when I drifted in the wind of the ocean breeze." Zephyr seemed to be thinking for a bit before saying one other thing, "I also found a unique place in the sky but I should save that for later. It wouldn't make sense." The secret pulled at their curiosity but the absolute words were too clear. Zephyr would not say.

"I eventually felt tired and wanted to rest again. Before that, I found a small human village and rested there. The next thing I knew I had someone how woken up in a different place. Strange ians and forge masters came together to test things but mostly testing on humans. I decided that it was too much to deal with and rested again. I am made of mana, what could happen. Well. Being trapped in a bow could happen." She shook her head knowing that going back in to slumber had been the worst decision at the time.

"That must be Immortal kings' city when it was still full of people and not ruins." Gil connected the dots and realized that they must have tried spirit forging to find a way to gain the same immortality that spirits had.

"I don't know. But next thing I know I have almost no usable mana and some undead thing trying to use me and my skills." Zephyr seemed more and more annoyed as she remembered this. "The moment felt that gross undead release me and you touch my bow, i couldn't help but try and break free. The time you used the blows skill made me lose it. I was finally getting the right mana and could one day break free." Zephyr affectionately cuddled in to Gil's shoulder prompting him to lose all sense of calm. He was red and flustered.

"Hey Walker, do you think that Alma will be jealous of an elemental spirit?" Remey asked this njust a little too loud to tease Gil making him even more red faced.

"I want to meet Alma and all the other elves. I want to meet Elise and her spirit friends too. I need you to take me on a journey to see the world. I was asleep for way too long."Zephyr nearly whined while speaking. It had been too long of a slumber to be able to just say that it was fine to stay in place.

"You are part of our family now. You will see the world with us. There are way too many places we have never been before." Gil regained his rationality and made this promise.

"Hey Walker, I was wondering. You helped make that core for the golem right? I was listening but didn't you say you had a material you wanted to give them when you showed up?" Zephyr swore she heard Su and Walker chatting about a material they found as they walked in to the high forge.

"The ember bones! I completely forgot. I hope Grey can use them!" Walker jumped up and shot from the room towards Greys' work shop with all his agility. The others just laughed and decided to sit and swap storied while they rated. The elder finally came out of his daze and collected his reward from the quest. He was overjoyed by the low tier spirit speak skill allowing him to understand the less complicated words Zephyr used.

Gil was still feeling like he had stepped in to another world. He had wanted to free the spirit from the moment he had learned it was trapped. Now he knew that this spirit had heard everything their entire journey. It was too much to handle. On top of all this, the wind spirit was actually a grand wind spirit, with a name! His mind constantly raced the more he thought on this and he eventually leaned back to rest and have some time to polish up the true spirit bow in his lap.

Walker burst in to Grey's work shop area to find the apprentices in chaos. He had no idea what was going on.

Chapter 690 - 690. Surprising Material

Walkers' burst in to Grey's work shop went nearly unnoticed by the golem builder who was too absorbed in his work. He only turned his head when Walker's voice reached him, "I forgot! I have rare materials for the golem!" These were like words that caused Grey to drop his tools. Any crafter in the dwarf city would give the person who spoke these words their full attention.

"What made you wait?" Grey was looking in Walkers' hands to see nothing and was about to ask him why he was lying. But the fire elemental spirit started to fly around Walker in the air.

"Nones! I forgot about bones!" It was clearly excited for the ember bones to become part of the dragon style shedding golem.

Walker pulled the ember bones from his storage and presented them to Grey. "These are ancient bones from a skeleton in the ruins we explored earlier. They are called ember bones but they have a lot of fire elemental mana in them so I think they are perfect for this golem." Walker stood proudly as he watched Grey's mind work.

"The ribs can be used in the throat of the golem to enhance flame breathe attacks. The skull is actually ideal to pair with the core since it uses the undead golem core as a base for the main core. Should balance out the detachability and possibly allow me to add a small ember burst rune. The remaining can be used for...ah! The claws and teeth. They will need to be coated in metal but with those, they may be able to be enrobed in flames with less damage to the golem." Grey was already altering the design in his mind. This was a great material to add to make his build easier.

Grey soon stopped and looked at Walker, "I do have one problem. Heat. The golem will be made of metals that can withstand heat. However, with this addition, it may get too hot and melt the scales together. I need a focal point that can add a reinforcement skill. Something that will affect the golems' skin in a way." This was a puzzle to Grey, but to Walker, it was sounding like fate.

"Is it possible to use a al staff with a skill to possibly activate that skill? Can a golem have al equipment as a part on the inside?" Walker posed the idea and Grey just stared at him.

"What else do you think we use? We just made a al equipment. That core is a al equipment. We could make a golem with a ton of it if we had enough mana to provide it with. It's safe to say with the right system users working together we could make a mage golem. Not that a dwarf ever has done that." Grey looked like it was an interesting idea but impossible since was so rare in their kingdom.

"So you could use a staff like this one that has a skill called cyclops skin?" Walker pulled out the cyclops flame staff and placed it in front of Grey. "I know the skill uses mana to form some sort of barrier around the skin to act like cyclops skin. It would be crazy if a skill actually changed the skin of the user, but the golem is a golem, not a cyclops. The only worry is that it takes a decent amount of mana to use the skill."

"That's not a problem. This entire golem will be covered in mana gathering runes layered with others. That fire spirit will also be able to direct more mana to the golem. I also plan to have many mana gems inside so that it can have the mana it needs to run." Grey was admiring the cyclops flame staff and thought that adding it to the spine was the ideal area so that it could be activated along a strong line of mana flow.

"I really thought it would be a long shot to offer this as a material. But I think I have been missing the point of this the entire time. I still have way too much to learn. Even a lifetime might not be enough to learn half of what a golem builder knows." Grey was nodding along appreciatively. It was rare that someone admitted that learning all of this was a large undertaking.

"The worst part is that this is always improving. We continue to model new golems and tweak parts. There is not a perfect golem yet and if there ever was this would all end. But until that day...we will add more things to learn." Grey said this while looking towards the room full of apprentices.

Grey wandered to the open doorway and took a deep breath, "Any who wish to learn how to add a staff to a golem get your butt in here. Now!" The ruckus this caused was not small in the least. The apprentices wanted to see their master work and learn the tricks so they could add more to their own golem projects.

"I think I will stay and watch too if you don't mind?" Grey smiled as if he already knew Walker would want to watch this. The apprentices ran in and circled the golems' bone structure.

"Now, I already have the core in place with the base gears. The runes are still to be carved but this potion of spine will have this staff attached and fixed in. Who can tell me how?" Grey had jumped in to full teaching mode for his apprentices.

"The longest part will be attached to the part of the spine that will remain straight at all times as not to damage the al item." The apprentice that spoke received a thumbs up from Grey then he proceeded to point out the sections and why it would not move. Walker listened intently while Gil and the others were getting to know Zephyr.

